BECP64A/CECP64A — SOFTWARE ENGINEERING

Time : Three hours   Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. List out the characteristics of WebApps.

2. Define Software Engineering.

3. What is meant by class based modelling?

4. What are the basic guidelines for conducting a collaborative requirements gathering meeting?

5. Define Software Design.

6. What is meant by refactoring?

7. Define Unit testing.

8. What is meant by debugging?

9. What is agile team?

10. What is meant by project estimation?
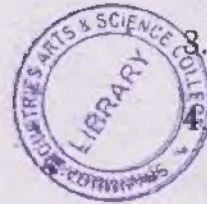
SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Describe the umbrella activities in process framework.

Or

(b) What are the various categories of software?

12. (a) How to negotiating requirements in Software Engineering?

Or

(b) Explain the Software Requirements Specification Template.

13. (a) What are the characteristics of a good design?

Or

(b) Discuss the concept of Modularity.

14. (a) What is a "good" test? Explain.

Or

(b) Discuss about validation testing.

15. (a) What options do we have when defining the structure of a software team?

Or

(b) How to decompose a problem in project management?

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain Evolutionary Process Models in software engineering.

17. Describe the elements of the Requirements Model.

18. Explain in detail about Architectural Design.

19. Describe in detail about system design.

20. Explain the metrics to measure software quality.